

IN THE CLAIMS:

Please cancel claims 7, 15, and 23. Please amend claims 1 - 6, 8 - 14, 16 - 22, and 24 - 28.

1. (currently amended) A method of controlling a transmission rate, comprising:
determining whether a pause has been received;
determining, after waiting a pause time specified by the pause whether a maximum of an inter-frame spacing (IFS) has been reached if the pause has been received; and
increasing the inter-frame spacing by a value if the maximum of the inter-frame spacing has not been reached to reduce the transmission rate.

2. (currently amended) The method according to claim 1, wherein the value is based on a selection from the group consisting of ~~a pause time in a pause frame~~, a frequency of pause frames[[,]] and a proximity of a current inter-frame spacing to the maximum or a minimum of the inter-frame spacing.

3. (currently amended) The method according to claim 1, wherein the value is in byte time units, a byte time unit being the time it takes to send a byte of data onto a network media.

4. (currently amended) A method of ~~training~~ increasing a transmission rate, comprising:
determining whether a pause frame has been received;
determining whether a minimum of an inter-frame spacing (IFS) has been reached if the pause frame has not been received; and
decreasing the inter-frame spacing for a number of frames by a value if the

minimum of the inter-frame spacing has not been reached to ~~[[train]]~~ increase the transmission rate.

5. (currently amended) The method according to claim 4, further including waiting ~~for an event to occur~~ a poll time prior to determining whether the pause frame has been received.

6. (currently amended) The method according to claim ~~[[5]]~~ 4, ~~wherein the event~~ is further including determining whether the pause frame has been received after a packet count value is reached.

Claim 7 (cancelled).

8. (currently amended) The method according to claim 4, wherein the value is in byte time units, a byte time unit being the time it takes to send a byte of data onto a network media.

9. (currently amended) An input/output controller, comprising:
a receiver circuit to determine whether a pause has been received; and
a logic circuit adapted to wait a pause time specified by the pause, to determine whether a maximum of an inter-frame spacing (IFS) has been reached if the pause has been received, and to increase the inter-frame spacing by a value if the maximum of the inter-frame spacing has not been reached to reduce a transmission rate.

10. (currently amended) The input/output controller according to claim 9, wherein the value is based on a selection from the group consisting of ~~a pause time in a pause frame~~, a frequency of pause frames~~[[,]]~~ and a proximity of a current inter-frame spacing to the maximum or a minimum of the inter-frame spacing.

11. (currently amended) The input/output controller according to claim 9,

wherein the value is in byte time units, a byte time unit being the time it takes to send a byte of data onto a network media.

12. (currently amended) An input/output controller, comprising:
a receiver circuit to determine whether a pause frame has been received; and
a logic circuit adapted to determine whether a minimum of an inter-frame spacing (IFS) has been reached if the pause frame has not been received, and to decrease the inter-frame spacing for a number of frames by a value if the minimum of the inter-frame spacing has not been reached to train a transmission rate.

13. (currently amended) The input/output controller according to claim 12, wherein the logic circuit is further adapted to wait ~~for an event to occur~~ a poll time prior to determining whether the pause frame has been received by the receiver circuit.

14. (currently amended) The input/output controller according to claim ~~[[13]]~~ 12, wherein ~~the event is a~~ the logic circuit is further adapted to wait a packet count value prior to determining whether the pause frame has been received by the receiver circuit.

Claim 15 (cancelled).

16. (currently amended) The input/output controller according to claim 12, wherein the value is in byte time units, a byte time unit being the time it takes to send a byte of data onto a network media.

17. (currently amended) A program code storage device, comprising:
a machine-readable storage medium; and
machine-readable program code, stored on the machine-readable storage medium, having instructions, which when executed cause a computer to
determine whether a pause has been received,

determine, after waiting a pause time specified by the pause, whether a maximum of an inter-frame spacing (IFS) has been reached if the pause has been received, and

increase the inter-frame spacing by a value if the maximum of the inter frame spacing has not been reached to reduce a transmission rate.

18. (currently amended) The program code storage device according to claim 17, wherein the value is based on a selection from the group consisting of ~~a pause time in a pause frame~~, a frequency of pause frames[[,]] and a proximity of a current inter-frame spacing to the maximum or a minimum of the inter-frame spacing.

19. (currently amended) The program code storage device according to claim 17, wherein the value is in byte time units, a byte time unit being the time it takes to send a byte of data onto a network media.

20. (currently amended) A program code storage device, comprising:
a machine-readable storage medium; and
machine-readable program code, stored on the machine-readable storage medium, having instructions, which when executed cause a computer to
determine whether a pause frame has been received,
determine whether a minimum of an inter-frame spacing (IFS) has been reached if the pause frame has not been received, and

decrease the inter-frame spacing for a number of frames by a value if the minimum of the inter-frame spacing has not been reached to [[train]] increase a transmission rate.

21. (currently amended) The program code storage device according to claim

20, wherein the machine-readable program code ~~further~~ includes instructions, which when executed cause the computer to wait for an event to occur a poll time prior to determining whether the pause frame has been received.

22. (currently amended) The program code storage device according to claim [[21]] ~~20, wherein the event is a~~, the machine-readable program code including instructions, which when executed cause the computer to wait a packet count value before determining whether the pause frame has been received.

Claim 23 (cancelled).

24. (currently amended) The program code storage device according to claim 20, wherein the value is in byte time units, a byte time unit being the time it takes to send a byte of data onto a network media.

25. (currently amended) A network system, comprising:
a controller system to determine whether a pause frame has been received, to determine, after waiting a pause time specified in the pause frame, whether a maximum of an inter-frame spacing (IFS) has been reached if the pause frame has been received, and to increase the inter-frame spacing by a value if the maximum of the inter-frame spacing has not been reached to reduce a transmission rate; and

a trainer system to determine whether the pause frame has been received, to determine whether a minimum of the inter-frame spacing has been reached if the pause frame has not been received, and to decrease the inter-frame spacing by a second value if the minimum of the inter-frame spacing has not been reached to ~~[[train]]~~ increase the transmission rate.

26. (currently amended) The network system according to claim 25, wherein the

value is in byte time units, a byte time unit being the time it takes to send a byte of data onto a network media.

27. (currently amended) The network system according to claim 25, wherein the second value is in byte time units, a byte time unit being the time it takes to send a byte of data onto a network media.

28. (currently amended) The network system according to claim 25, wherein the value is based on a selection from the group consisting of ~~a pause time in a pause frame~~, a frequency of pause frames[[,]] and a proximity of a current inter-frame spacing to the maximum or the minimum of the inter-frame spacing.